

[1018] System 500 may be configured to charge royalties for blueprint use by performing steps such as:

- [1019] 1. Receive a request to assemble an item from a blueprint from a player
- [1020] 2. Generate or retrieve a fee to assemble an item from a blueprint
- [1021] 3. Output fee
- [1022] 4. Receive acceptance of fee
- [1023] 5. Issue one time use virtual blueprint to player.
- [1024] 6. Receive indication that blueprint has been used
- [1025] 7. Charge usage fee to player
- [1026] 8. Transmit fee, less applicable commission, to the account of the player character who owns a patent on the blueprint

[1027] System 500 may be configured to charge taxes on exchange transactions by performing steps such as:

- [1028] 1. Receive an indication that an item has been exchanged from one game environment to another
- [1029] 2. Determine a tax fee based on rules and conditions
- [1030] 3. Apply tax fee to transaction

[1031] System 500 may be configured to allow a player character to create a virtual resume by performing steps such as:

- [1032] 1. Receive a play log of a character associated with a player
- [1033] 2. Store log with player profile
- [1034] 3. Establish resume credentials based on log
- [1035] 4. Store credentials with resume

[1036] System 500 may be configured to review a virtual resume to allow for character creation by performing steps such as:

- [1037] 1. Receive a request to create a character in a game environment from a player
- [1038] 2. Retrieve resume of player
- [1039] 3. Determine character settings based on resume and game environment, including player starting skills, residence, family, game environment stock option quantity, game environment stock option strike price, game environment stock, virtual loan amount, virtual loan interest, entry experience level, etc.

[1040] 4. Output settings

[1041] 5. Receive acceptance of settings

[1042] 6. Create character for player in game environment

[1043] System 500 may be configured to allow a player character to exercise stock options by performing steps such as:

- [1044] 1. Receive a request to exercise a virtual stock option of a game environment
- [1045] 2. Determine if request is possible based on exercise conditions
- [1046] 3. If request is possible, determine a virtual cash amount due based on exercise price of option.
- [1047] 4. Output amount due
- [1048] 5. Receive payment of amount due
- [1049] 6. Release stock of game environment to player character
- [1050] 7. Flag option as exercised.

[1051] System 500 may be configured to allow a player character to exchange assets for shares of a game environment before an initial public offering by performing steps such as:

[1052] 1. Output a virtual IPO cash price of a share of a game environment to a player character

[1053] 2. Receive a request to exchange an asset for shares from a player character in the game environment

[1054] 3. Determine the asset value

[1055] 4. Receive the asset into the game environment account

[1056] 5. Transfer stock whose virtual cash value is equal to the virtual cash value of the asset to the player character

[1057] The present disclosure provides numerous systems and methods related to virtual environments in online computer games. It should be appreciated that numerous embodiments are described in detail and that various combinations and subcombinations of these embodiments are contemplated by the present disclosure.

1. A virtual environment comprising:

a digital work editor configured to allow a player character to create a digital work in the virtual environment; and

a virtual copyright office configured to register the digital works.

2. The virtual environment of claim 1 further comprising a copyright examination module configured to receive a sample of the digital work and determine if the digital work is a unique work.

3. The virtual environment of claim 1 further comprising an exchange configured to allow player characters to buy, sell, or trade the digital works in the virtual environment.

4. The virtual environment of claim 3 further comprising a digital works pricing module configured to determine a pricing scheme for a digital work listed on the exchange.

5. The virtual environment of claim 1 further comprising a subscription service configured to allow player characters to access a digital work and use the work in a virtual space.

6. The virtual environment of claim 5 further comprising a usage tracking module configured to track the number of player characters that access the digital work.

7. The virtual environment of claim 6 further comprising a billing module configured to bill a player character for accessing the digital work.

8. A method comprising:

providing a virtual environment;

providing access to a digital work editor via the virtual environment so that an author can create a digital work that will be accessible in the virtual environment; and ensuring that the author receives compensation from player characters that access the digital work in the virtual environment.

8. (canceled)

9. The method of claim 8 wherein ensuring that the author receives compensation from player characters that access the digital work in the virtual environment comprises providing a virtual copyright office configured to:

receive a copyright application for a digital work; and

examine the application to determine if the digital work is unique in the virtual environment.

10. The method of claim 9 wherein the copyright office is further configured to award a copyright to the author of the digital work, if the digital work is unique in the virtual environment.